YOU'VE GOT IT MADE IN THE SHADE WITH GAMES FROM SSI.

SUMMER 1987 CATALOG

STRATEGIC SIMULATIONS, INC.
1046 N. Rengstorff Avenue
Mountain View, CA 94043
(415) 964-1353

NEW GAMES

APPLE (Sept.)
C-64/128 (now)
IBM (Sept.)
Introductory.

B-24™ is a flight/combat simulator that challenges you to fly 19 dangerous bombing raids over Hitler's oil refineries at Ploesti, Rumania. You command the lead B-24 Liberator, which will determine the course of action for an entire formation of forty B-24s.

But first, you must learn to fly this cantankerous bomber. You'll find it hard enough just to get off the ground or land without crashing. Then, you'll have to deal with fuel leaks and failure-prone superchargers. Two simpler scenarios let you practice taking off, flying in formation against flak and enemy fighters, bombing targets and landing.

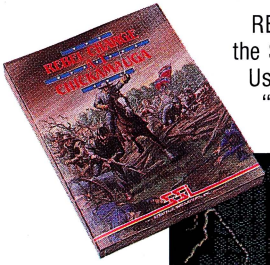
Once you're ready, it's time to bomb Ploesti. You can fly in real time or up to sixty times faster.

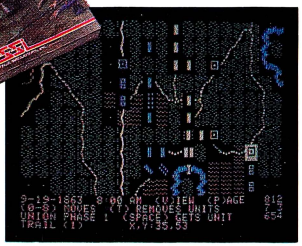
Before you take off, check the wind forecast to help you determine how much fuel and how many bombs you can carry. Your first goal is to race to your fighter rendezvous points. The escort fighters will be waiting for you at a specified time and place. Don't be late because they can only stay up for so long.

Your job is to reduce Ploesti's total oil production below what was accomplished historically (8500-9500 tons/day). If you succeed, you'll be told how much you would have shortened the war in Europe! By John Gray.

Includes graphics routines from The Graphics Magician® by Polarware™.

Note: APPLE disk is 64K.





APPLE (now)
C-64/128 (now)
ATARI (now)
IBM (July)
Contains Introductory, Intermediate and Advanced Games

REBEL CHARGE AT CHICKAMAUGA™ is the definitive simulation of the South's last major offensive thrust — the Battle of Chickamauga. Using a refined version of the superb game system seen in SSI's "Gettysburg: The Turning Point," this game faithfully re-creates the two-day battle (September 19 and 20, 1863) in 13 turns, each representing two hours of real time. For all its realism and detail, this game is extremely playable and fast moving.

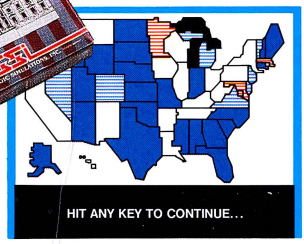
The battlefield is represented by a large 64x54 square-grid map. You can switch back and forth between a strategic and tactical display during play. The former fills the screen with a 40x20 map area; the latter zooms in to a 20x10 area for greater detail.

The map accurately reflects the densely wooded nature of the areas around Chickamauga Creek. Hidden movement effectively simulates the historical fact that neither commander could determine the strength and position of his own troops, much less those of the enemy.

We've set up all the proper conditions to give you the unique opportunity to try and repeat — or revise — history. Find out how you would have done at the Battle of Chickamauga by playing against another player or against the computer, which can play either or both sides. By David Landrey and Chuck Kroegel.

Note: APPLE disk 64K.

NEW GAMES



APPLE (now)
C-64/128 (now)
IBM (now)
Introductory.

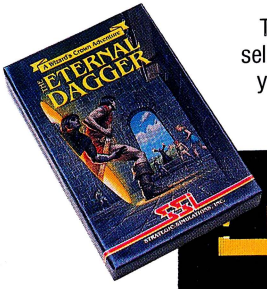
The 1988 EDITION of PRESIDENT ELECT™ takes into account all the major electoral parameters to answer the burning question: Who's going to win in '88? It includes special rules and features to help you predict the upcoming, wide-open election. But with its 71 rated candidates, you can contest any election all the way back to 1960. You can even make up your own candidates. In either case, you can create intriguing face-offs: Hart (if he had not quit) vs. Bush, JFK vs. Reagan.

At the beginning of the game, the computer establishes the prevailing political climate of the specified electoral year. The candidates' political persuasions are based on their responses to over twenty diverse issues.

You must allocate your Political Action Points among national, regional and key-state campaigning. In a debate, you'll be scored on your answers as well as your speaking ability.

Election night results can be resolved instantly, or by the minute.

The computer can play the role of any or all three Republican, Democratic and third party candidates. It can also play a game over and over again, with major parameters changed each time to see how a particular election might turn out. By Nelson Hernandez, Sr. *Owners of the original version can receive the 1988 Edition by sending in the old disk plus $10.00 ($2.00 shipping & handling charges as well as sales tax for California residents apply).*



APPLE (July)
C-64/128 (August)
ATARI (Sept.)
Intermediate.

THE ETERNAL DAGGER™ is the long-awaited sequel to SSI's best-selling WIZARD'S CROWN™. After the exhausting battle in the first game, your intrepid band of eight receives an urgent plea for help from another world. Stepping through a small, magical gateway, you learn that hordes of monsters have crossed into the Middle World through yet another portal.

Your mission is to aid the few remaining warriors of this magical world — among them, an Elfen Princess and Swift Eagle — in turning back the evil invasion. Then to ensure that such abominations can never return, you must find the enchanted Eternal Dagger to seal off the Demon Portal.

This wilderness-based adventure uses an improved version of Wizard's Crown's game and combat systems. During combat, you can let the computer resolve each battle quickly, or you can personally direct the action with a host of combat options. Dungeon play has been refined and ever more powerful magic spells have been added.

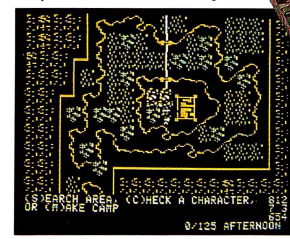
Players of Wizard's Crown can transfer their characters to THE ETERNAL DAGGER. Of course, you always have the option to create brand new characters in this exciting fantasy quest. By Paul Murray.

NEW CONVERSIONS

ST (June)
AMIGA (July)
Also APPLE, C-64/128.
Introductory.

PHANTASIE III: The Wrath of Nikademus™ is more than a sequel to PHANTASIE I and PHANTASIE II. It is the final confrontation between your band of six adventurers and the Dark Lord Nikademus and his army of vile creatures. This pivotal game boasts a number of improved features, such as: A more detailed method of handling wounds; more strategy and combat options, such as the ability to move each character to different positions in the party; enhanced graphics; more potent magic spells; increased speed of play. Players of PHANTASIE I or PHANTASIE II can use the same set of characters in this game. By Doug Wood.

Guide a valiant band of adventurers on a perilous quest to recover the precious WIZARD'S CROWN™. Usurped by the traitor Tarmon, it lies imprisoned behind spell-woven walls in the shattered ruins of Arghan. Eight pre-made characters await your orders, or you can create your own. Arm them with different weapons and skills as they search for clues among the maze of streets, buildings and dungeons. When your heroes clash against the vile denizens of Arghan, this exciting role-playing game boasts a unique feature: You can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. By Paul Murray & Keith Brors.



IBM (July)
ST (Aug)
Also APPLE, ATARI, C-64/128.
Intermediate.

IBM & ST (Aug.)
Also APPLE, C-64/128.
Introductory.

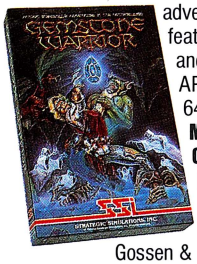
Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the RINGS OF ZILFIN™ is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from The Graphics Magician® by Polarware™.

IBM (Aug.)
ST (Sept.)
Also APPLE, C-64/128.
Introductory.

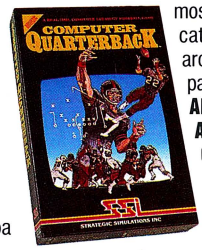
For centuries, while the rest of the land lay parched under the relentless sun or frozen by winter storms, the small island of Ymros enjoyed eternal springtime. The source of this miracle was the wondrous SHARD OF SPRING™, a fragment of the enchanted LifeStone. The peace of this blessed isle was shattered when the avaricious sorceress Siriadne stole the Shard. By threatening its destruction, Siriadne exacted a terrible ransom that plunged the people into abject poverty and hunger. Now, they beg you to gather five adventurers brave and resourceful enough to regain the Shard. Endow your characters with different combinations of speed, strength, intellect, endurance, and warrior/wizardry skills. Then guide them wisely through monster-filled dungeons and treacherous lands. By Craig Roth and David Stark. **Note: APPLE disk is 64K.**

SSI CLASSICS

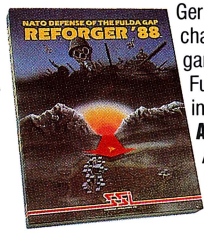
In their prime, the following games were recognized as some of our best titles.
We are now offering them at a special low price of $14.95.
If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!



Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy. APPLE disk is 64K. **APPLE, MAC, ATARI, C-64/128.** Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.

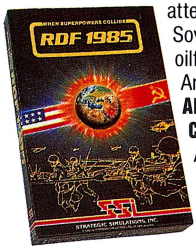


A real-time strategy simulation of NFL football that is probably the most sophisticated & realistic around. Game paddles required. **APPLE, ATARI, C-64/128.** Introductory. By Dan Bunten.

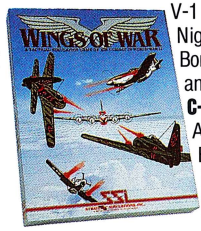


Reforger: NATO's annual exercise assumes a Soviet strike into West Germany. Take charge in this game during the Fulda Gap invasion. **APPLE, ATARI.** Advanced. By Gary Grigsby.

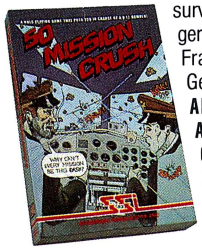
First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions. **APPLE, C-64/128.** Advanced. By Roger Keating.



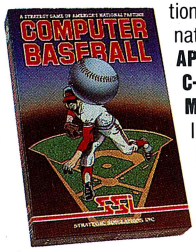
Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia. **APPLE, C-64/128.** Advanced. By Roger Keating.



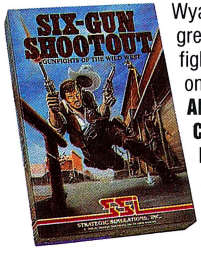
Pilot 36 of World War II's greatest fighters and bombers in 4 scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight. **C-64/128.** Advanced. By Charles Merrow & Jack Avery.



As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France and Germany? **APPLE, IBM, ATARI, C-64/128.** Introductory. By John Gray.



Create and manage any team you like in this superb strategy simulation of America's national sport! **APPLE, ATARI, C-64/128, IBM, MAC, AMIGA.** Introductory. By Charles Merrow & Jack Avery.



Direct some infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen! **APPLE, ATARI, C-64/128.** Introductory. By Jeff Johnson.

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

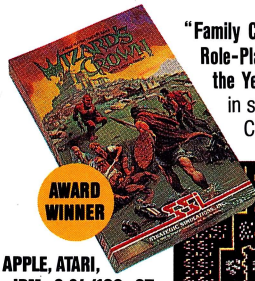
■ ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.

■ INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

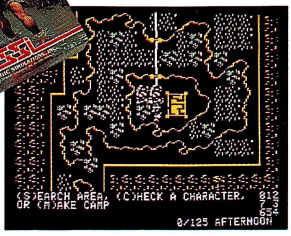
■ INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

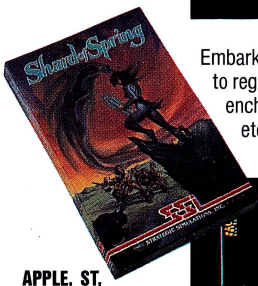
FANTASY



"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide 8 adventurers in search of the lost Wizard's Crown.

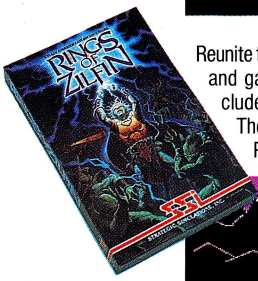


APPLE, ATARI, IBM, C-64/128, ST.
Intermediate.
By Paul Murray & Keith Brors.



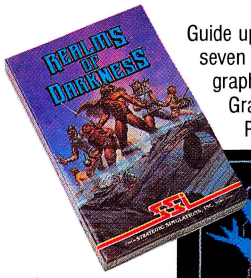
Embark on a treacherous journey to regain the Shard of Spring, an enchanted stone that bestows eternal springtime.
Note: APPLE disk is 64K.

APPLE, ST, C-64/128, IBM.
Introductory.
By Craig Roth & David Stark.

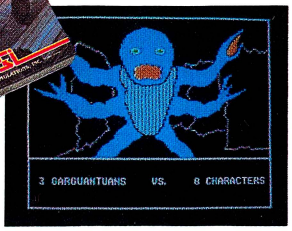


Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® by Polarware™.

APPLE, C-64/128, IBM, ST.
Introductory.
By Ali N. Atabek.

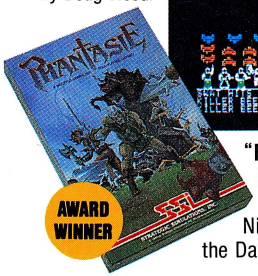


Guide up to eight adventurers on seven different quests. Includes graphics routines from The Graphics Magician® by Polarware™.



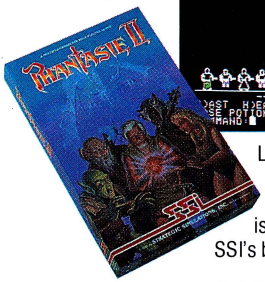
APPLE, C-64/128.
Intermediate.
By Gary Smith & Duong Nghiem.

APPLE, ST, ATARI, C-64/128, IBM, AMIGA.
Introductory.
By Doug Wood.



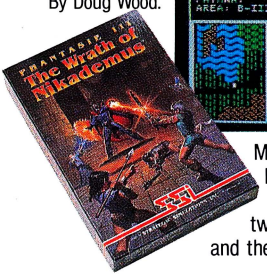
"Family Computing" 1985 Role-Playing Adventure Game of the Year. Search for the Nine Rings to help you battle the Dark Lord's evil minions.

APPLE, ST, C-64/128.
Introductory.
By Doug Wood.



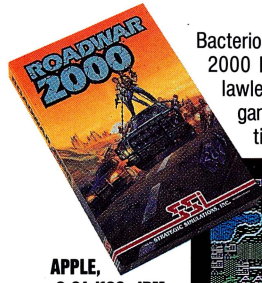
Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game.

APPLE, C-64/128, ST.
Introductory.
By Doug Wood.



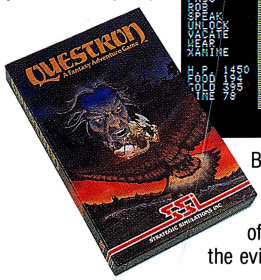
More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus.

FANTASY AND SCIENCE FICTION



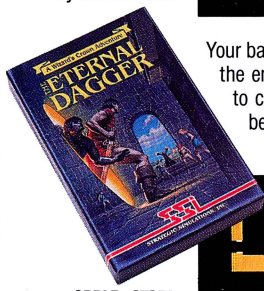
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.

APPLE, C-64/128, IBM, ST, AMIGA.
Introductory.
By Jeff Johnson.

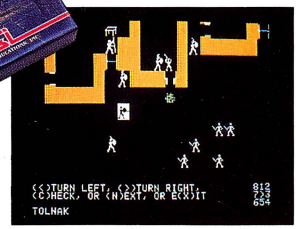


APPLE, ATARI, C-64/128.
Introductory.
By Charles Dougherty.

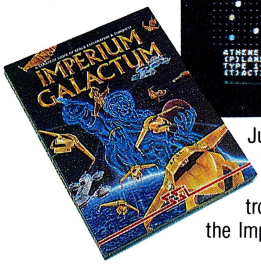
Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.



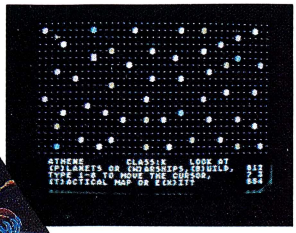
Your band of eight must search for the enchanted Eternal Dagger to close the Demon Portal before the Undead can overwhelm Middle World.



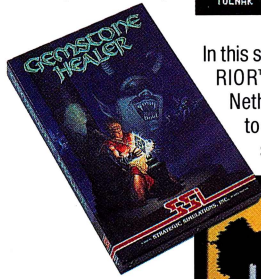
APPLE, ATARI, C-64/128.
Intermediate.
By Paul Murray.



APPLE, ATARI, C-64/128.
Advanced.
By Paul Murray.

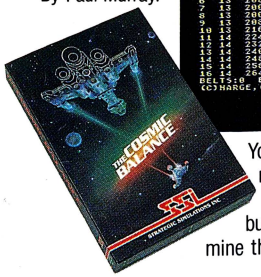


Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

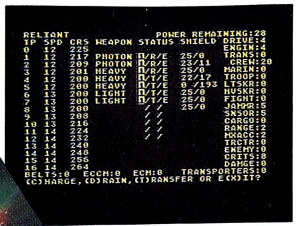


In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Note: Apple disk is 64K.**

APPLE, C-64/128.
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.

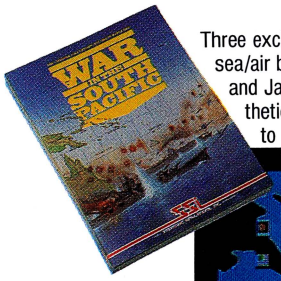


APPLE, ATARI, C-64/128.
Introductory.
By Paul Murray.

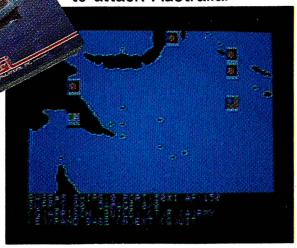


Your ability to not only command a starfleet in battle, but also to design and build starships, will determine the COSMIC BALANCE™.

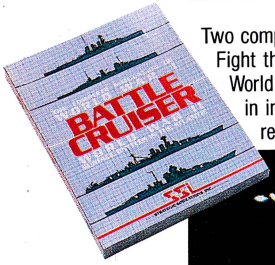
WARGAMES



Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.

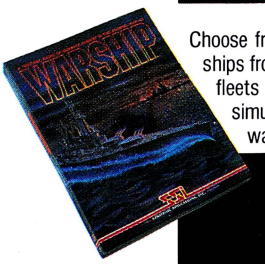


APPLE, C-64/128.
Advanced.
By Gary Grigsby.
Note: APPLE is 64K.



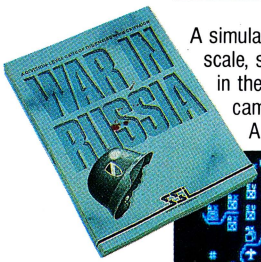
Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.

APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.

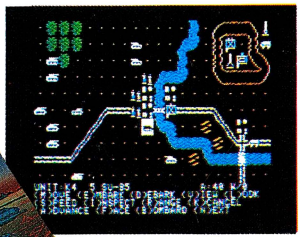
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

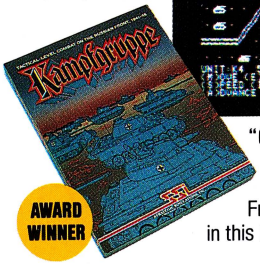


A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI.
Advanced.
By Gary Grigsby

APPLE, ATARI, C-64/128, IBM, AMIGA.
Advanced.
By Gary Grigsby.

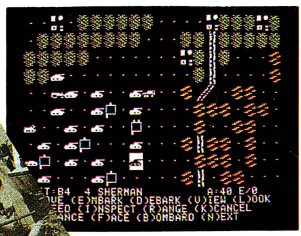


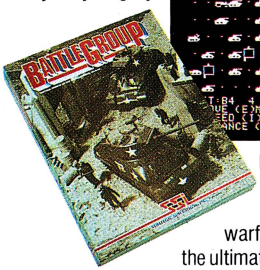


AWARD WINNER

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

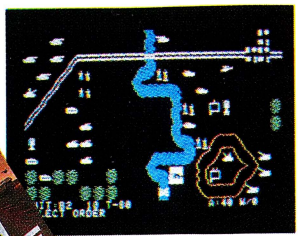
APPLE, C-64/128.
Advanced.
By Gary Grigsby.

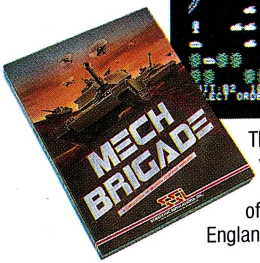




KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

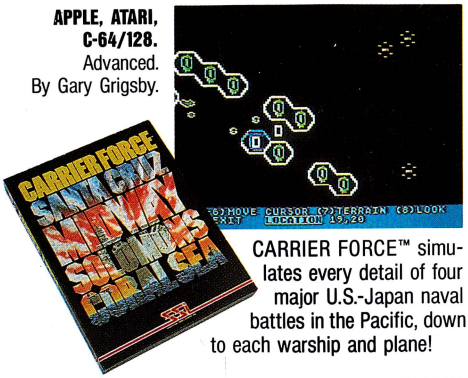
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.





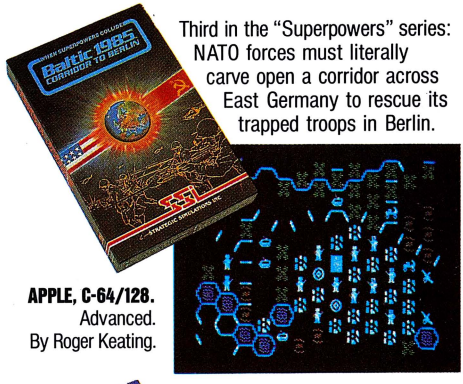
The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and plane!

Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.



APPLE, C-64/128.
Advanced.
By Roger Keating.

APPLE, ATARI, C-64/128, MAC.
Advanced.
By Ed Williger & Larry Strawser.

COMMAND
ould you like to write (O)rders, see
e (M)ap, the (C)haracteristics of your
ad, the (S)tatus of a soldier, or
inish your order entry phase?

Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

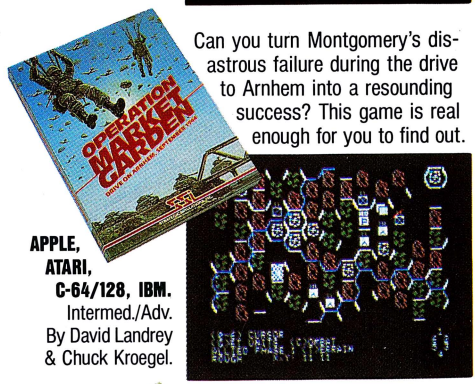
U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.

APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

APPLE, C-64/128.
Advanced.
By Roger Keating.

Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

Can you turn Montgomery's disastrous failure during the drive to Arnhem into a resounding success? This game is real enough for you to find out.



APPLE, ATARI, C-64/128, IBM.
Intermed./Adv.
By David Landrey & Chuck Kroegel.

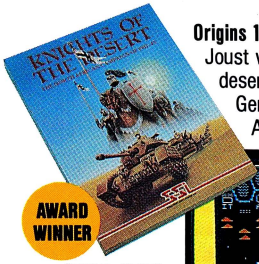
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

"Family Computing" 1986 Strategy & Tactics Game of the Year. The Battle of Gettysburg is re-created in consummate detail and accuracy.
Note: APPLE disk is 64K.

A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!

APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

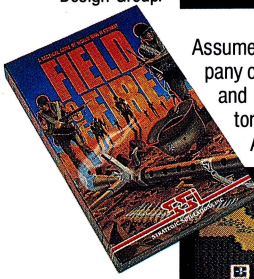
WARGAMES



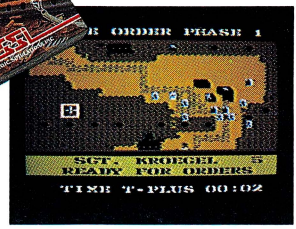
AWARD WINNER

Origins 1983 Best Computer Game: Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.

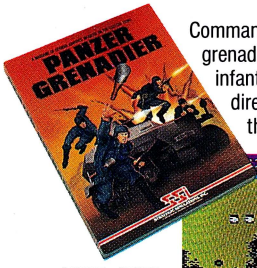
APPLE, ATARI, C-64/128, IBM.
Intermediate.
By Tactical Design Group.



Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

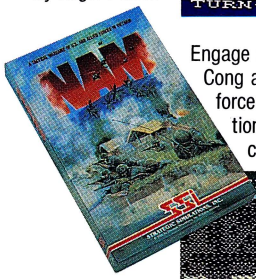


APPLE, ATARI, C-64/128.
Intermediate.
By Roger Damon.



Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!

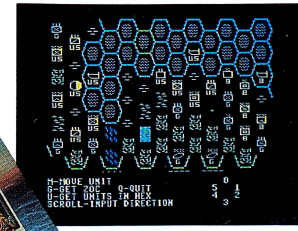
APPLE, ATARI, C-64/128.
Introductory.
By Roger Damon.

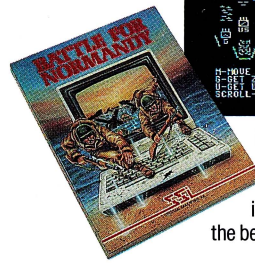


Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."

APPLE, ATARI, C-64/128.
Introductory.
By Roger Damon & Jeff Johnson.

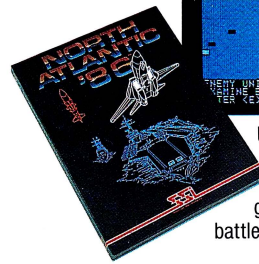
APPLE, ATARI, C-64/128, IBM.
Intermediate.
By Tactical Design Group.





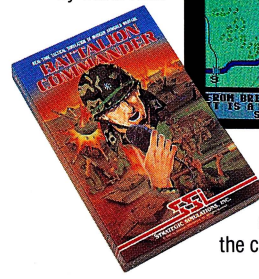
D-Day is here again! Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.

APPLE, MAC.
Intermediate.
By Gary Grigsby.



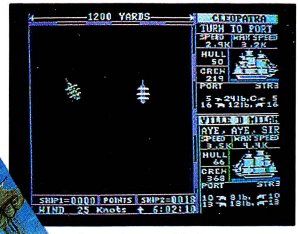
Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.

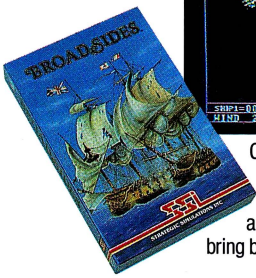
APPLE, ATARI, C-64/128.
Introductory.
By David Hille.



Prepare for real-time action as you direct a modern U.S., Soviet or Chinese armored battalion against the computer. **APPLE disk is 64K.**

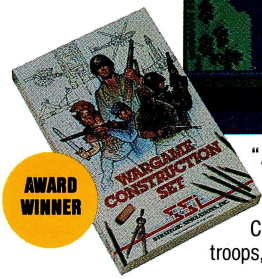
APPLE, ATARI, C-64/128.
Introductory.
By Wayne Garris.





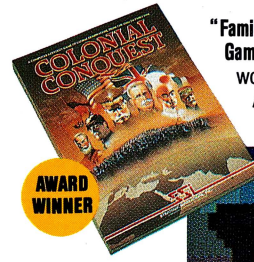
Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.

ATARI, C-64/128.
Introductory.
By Roger Damon.



AWARD WINNER

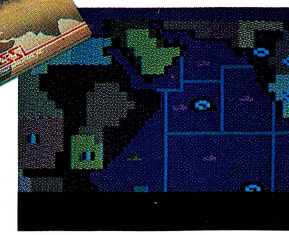
"Antic" Magazine Outstanding Product 1987 Award. Play games that you design! Create your own maps, troops, weapons and battles.

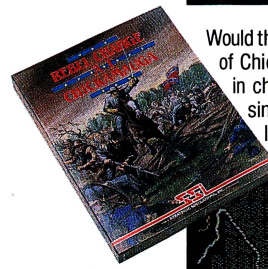


AWARD WINNER

"Family Computing" 1985 Best Game of the Year. Fight for world domination during the Age of Imperialism.
Note: APPLE disk is 64K.

APPLE, ATARI, C-64/128, ST.
Introductory.
By Dan Cermak.



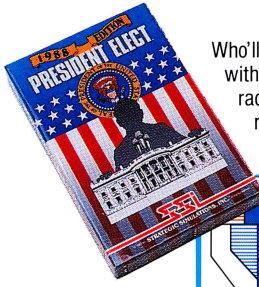


Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.

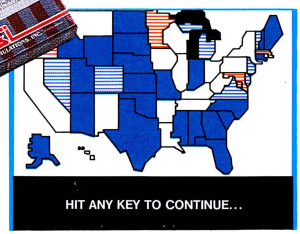
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

Note: APPLE disk is 64K.

POLITICS

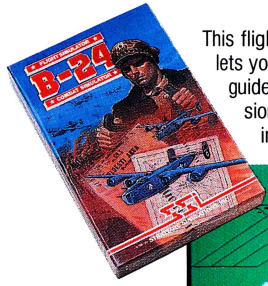


Who'll win in '88? Find out today with this realistic model of the race for the presidency. It also re-creates all the election years from 1960 to 1984.

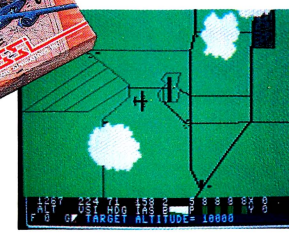


APPLE, C-64/128, IBM. Introductory.
By Nelson Hernandez, Sr.

FLIGHT SIMULATOR



This flight and combat simulator lets you fly a B-24 Liberator and guide a bomber group in 19 missions to bomb the oil refineries in Ploesti, Rumania.



APPLE, C-64/128, IBM.
Introductory.
By John Gray.

Note: APPLE disk is 64K.

DATA DISKS

The following data disks are available directly from SSI for $14.95 each except for KAMPFGRUPPE™ Scenario Disk #1 ($19.95).

Please add $2.00 to your total order for shipping and handling. California residents, add applicable sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

Computer Quarterback™ 1986 NFL TEAMS DATA DISK.
This contains player statistics for all 1986 and several historical NFL teams. Available for the Apple®, Atari® and C-64/128™.

Computer Quarterback™ 1985 NFL TEAMS DATA DISK.
Same features as the 1986 data disk but has 1985 teams.
(Apple, Atari, C-64/128)

Computer Baseball™ 1986 TEAMS DATA DISK & STATISTICS COMPILER.
Update your major-league match-ups with stats for all the 1986 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk. Available for the Apple®, Atari® and C-64/128™.

Computer Baseball™ 1985 TEAMS DATA DISK & STATISTICS COMPILER.
Same features as the 1986 data disk but has 1985 teams.
(Apple, Atari, C-64/128; IBM®PC version does not have stat compiler.)

Kampfgruppe™ SCENARIO DISK #1.
Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple, C-64/128, Atari, and IBM. **$19.95.**

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This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location.
(Apple, C-64/128)

MORE DATA DISKS

The following data disks are offered by independent agents. **Please do not order them through SSI!**

Computer Baseball™ ALL STAR TEAMS.
All-time all star teams for each of the 26 major league teams on one disk (based on player's best year in the current era, 1946 and after). On the same disk are separate NL and AL all star teams for 1980 and each subsequent year. **$15.00** postage paid (California residents, $15.98 including applicable sales tax). Send your check or money order to: **MDT Sports Company, 1335 Pacific Street, Dept. A, Santa Monica, CA 90405. Specify Apple®, C-64/128™ or IBM® when ordering.**

305 Computer Baseball™ TEAMS. This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979, plus dozens of notable and notorious teams. Entire set for only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 1104 Susan Way, Novato, CA 94947.** Check or money order only, please. California residents, add applicable sales tax. **Apple® and C-64/128™ versions available.**

MDT Sports Company and CB Enterprises, are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our hotline number every weekday, 9 to 5 (Pacific Time).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (Pacific Time).

IN THE WORKS

Here are some new products that you can look forward to:

- A tactical game covering Napoleonic battles, using a greatly modified Antietam/Gettysburg system
- A strategic/tactical game on the current war in Afghanistan
- A Civil War game on Shiloh using the Antietam/Gettysburg system
- A sequel to Questron
- A tactical squad level WWII game

Macintosh® conversion:
- PHANTASIE™

IBM® conversions:
- WAR IN THE SOUTH PACIFIC™
- IMPERIUM GALACTUM™
- COMPUTER AMBUSH™
- WARSHIP™

Amiga™ conversions:
- WIZARD'S CROWN™
- COLONIAL CONQUEST™

Atari®ST conversion:
- GETTYSBURG...Turning Point™

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Be sure to specify the computer format of the game.

Add $2.00 to your total order for shipping and handling. Allow 4-6 weeks for delivery. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

Availability dates of new products are subject to change.

Every SSI game carries a 14-day "satisfaction or your money back" guarantee. To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip.

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With TransWarp in your Apple, SSI games will play up to 3.6 times faster!

TransWarp™ is the fastest accelerator board for the Apple II, II+, or IIe. With 256K of ultra-fast RAM, TransWarp speeds up **all** Apple software — including our games. With it, our games will play incredibly fast, with minimal waiting.

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We are making TransWarp available to you at a special price. Instead of the $279 list price, you can order TransWarp directly from SSI for only $229. ($2.00 shipping and handling charge as well as sales tax for California residents apply.)

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The premiere issue of our new quarterly newsletter, INSIDE SSI, has been published. Our second issue is on its way! INSIDE SSI is packed with news of work in progress, game articles and hints, interviews with game designers, new scenarios, and a "behind the scenes" look at SSI. For a limited time, we're offering a free 1987 charter subscription to our valued customers. To become a charter subscriber, please **mail** your name and address to:

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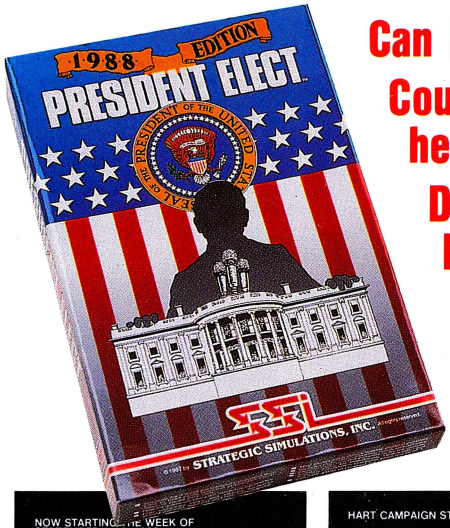
‡ Requires joysticks.

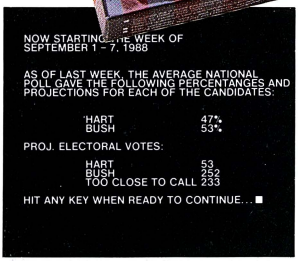


Can Bush win in '88?
Could Hart have won had he not quit?
Do any of the remaining Democrats stand a chance?

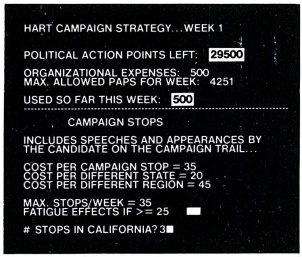
For the answers to these questions (and more) today, play PRESIDENT ELECT, 1988 EDITION.

Available now for the APPLE, C-64/128 and IBM.

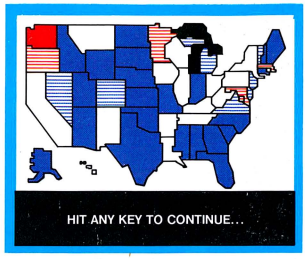
For more information on this realistic model of the race for the presidency, see page 2 inside.


NOW STARTING... HE WEEK OF
SEPTEMBER 1 - 7, 1988
AS OF LAST WEEK, THE AVERAGE NATIONAL
POLL GAVE THE FOLLOWING PERCENTANCES AND
PROJECTIONS FOR EACH OF THE CANDIDATES:
HART 47%
BUSH 53%
PROJ. ELECTORAL VOTES:
HART 53
BUSH 252
TOO CLOSE TO CALL 233
HIT ANY KEY WHEN READY TO CONTINUE...

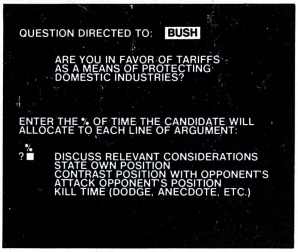
Weekly polls project shifts in popular and electoral votes.


HART CAMPAIGN STRATEGY...WEEK 1
POLITICAL ACTION POINTS LEFT: 29500
ORGANIZATIONAL EXPENSES: 500
MAX. ALLOWED PAPS FOR WEEK: 4251
USED SO FAR THIS WEEK: 500
CAMPAIGN STOPS
INCLUDES SPEECHES AND APPEARANCES BY
THE CANDIDATE ON THE CAMPAIGN TRAIL...
COST PER CAMPAIGN STOP = 35
COST PER DIFFERENT STATE = 20
COST PER DIFFERENT REGION = 45
MAX. STOPS/WEEK = 35
FATIGUE EFFECTS IF >= 25
STOPS IN CALIFORNIA? 3

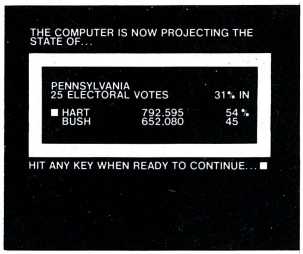
Allocation of campaign resources and data on campaign stops.



Every turn (week), U.S. map colors states according to the party to which its electoral votes belong. Solid/striped red is heavily/partially Democratic; blue is Republican; white is undecided.


QUESTION DIRECTED TO: BUSH
ARE YOU IN FAVOR OF TARIFFS
AS A MEANS OF PROTECTING
DOMESTIC INDUSTRIES?
ENTER THE % OF TIME THE CANDIDATE WILL
ALLOCATE TO EACH LINE OF ARGUMENT:
? DISCUSS RELEVANT CONSIDERATIONS
STATE OWN POSITION
CONTRAST POSITION WITH OPPONENT'S
ATTACK OPPONENT'S POSITION
KILL TIME (DODGE, ANECDOTE, ETC.)

A sample debate question and its possible approaches.



The computer makes its election night projections.

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